

Creating *Design B* - Ishigame Travel, Inc.

Instructions for HTML

Introduction

In case you skipped the information in the lesson and went straight to these instructions, good luck.

For those of you who actually read the information in the lesson, you should be ready to proceed. You will know that you are about to recreate the opening page for the Ishigame web site. These instructions are for **Design B** using HTML. Any text editor will work, including Dreamweaver if you switch the view to HTML. These instructions are written for those schools who either want students to better know HTML or who don't have other web page editing software.

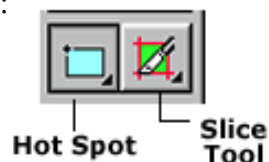
In order to create the page so it will function as a web page in a web browser, you need to understand the necessary table structure for creating the design (for bringing the design to life). Here is an image of the home page for Design B :



Steps for Turning the Design into a Web Page

1. Instead of typing in the basic HTML tags, let's start out in Fireworks and have Fireworks generate the tags for you. The rest of the page will be assembled in a text editor, such as Windows Notepad. The top of the page is the black navigation bar image that becomes an image map. Remember that an image map is one image that links to more than one page or URL. You'll create the image map in Fireworks and *Export* it. When you are done, you will have the beginnings of the page.
2. Creating and Exporting an Image Map in Fireworks:

- a. Within Fireworks, open the image by the name of: **topnav.gif**
- b. You will turn this image into an image map. An image map is one image that links to more than one page or URL. Within Fireworks, you can create an image map with the following tools, located in the Tool bar:

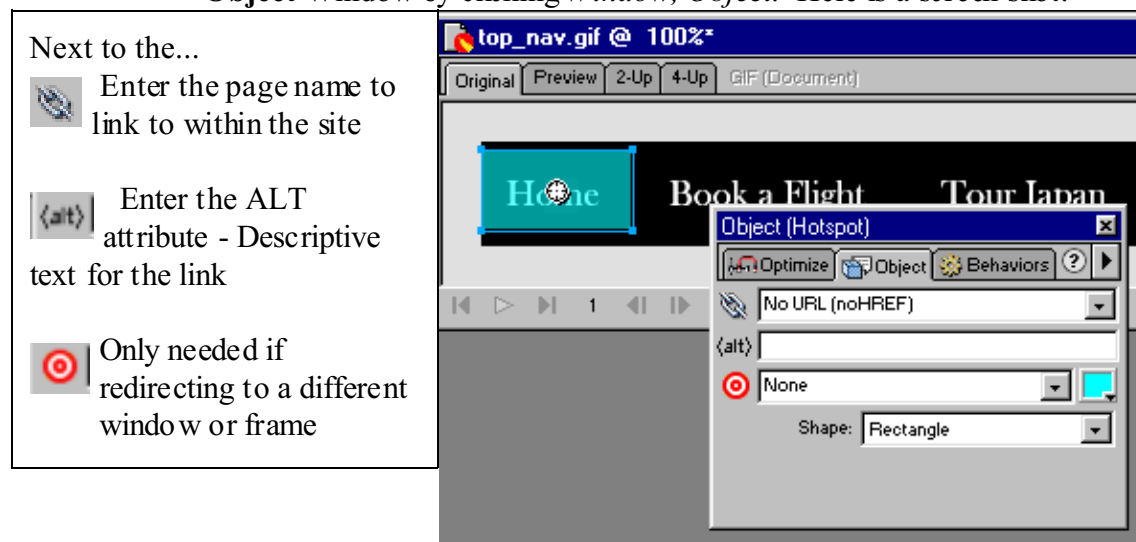


The **Hot Spot** tool: The *Hot Spot* tool is used for creating basic image maps that link, but nothing fancy happens when you roll the mouse over an image. The final result is the one image with a web page and some HTML with defined coordinates. (The coordinates are similar to math coordinates using the X and Y axis, with the exception being that the X and Y points don't meet at the center; they meet at the upper left hand corner of the image. In other words, the *0* point is in the upper left hand corner of the image. Other than that, the concept is the same.)

The **Slice Tool**: The *Slice Tool* is also used for creating image maps, but does allow for changes to occur to the image when the site guest rolls the mouse over the image. The *Slice Tool* slices (cuts) the image up like a puzzle when it is exported. The HTML on the web page that is generated, reassembles the puzzle pieces back together and enables the mouseover effects to work.

There is more taught about image maps in the *Additional Lessons* section at the bottom of Unit 2.

- c. Use the **Hot Spot** tool to draw boxes over the navigation bar. Then bring up the **Object** Window by clicking *Window, Object*. Here is a screen shot:



- d. Save the navigation bar and then Export it. Exporting it will generate a web page with the coordinates defined for the image map. You will have a web page with a working image map (navigation bar), and you'll be ready to add the rest of the content to the page. To Export the image, complete the following steps:

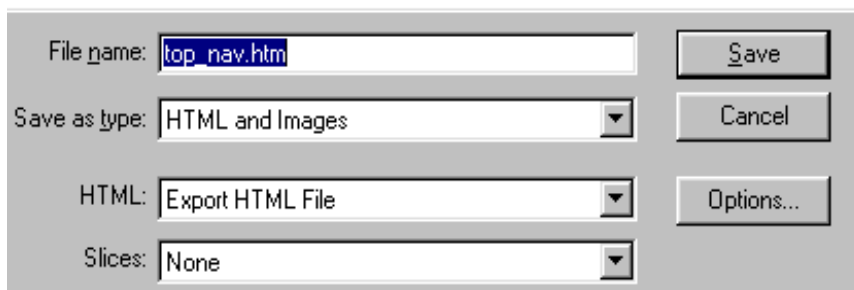
Click **File, Export Preview**

Within the *Export Preview* dialog box, select **GIF** for the Format and then click [Export]

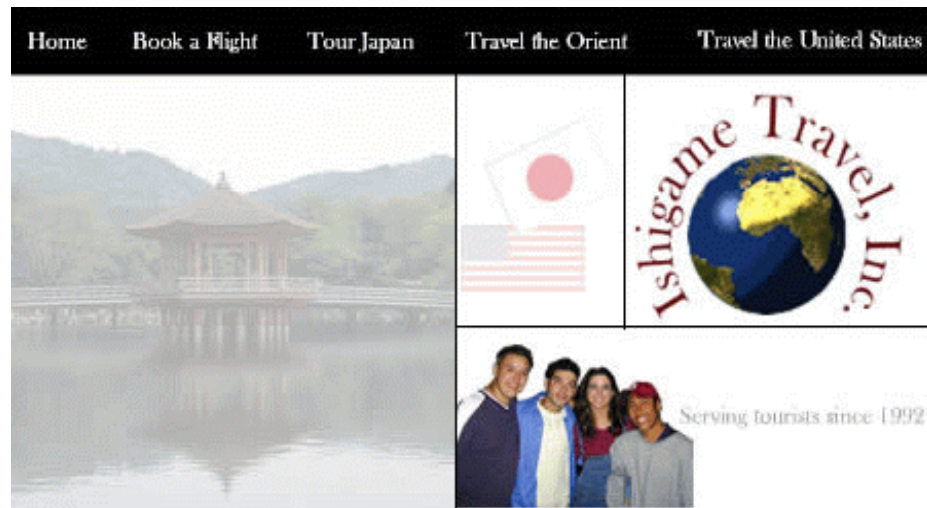
A new window will display to make the final selections. Make sure the following options are selected (also see screen shot):

Save as Type: HTML and Images

HTML: Export HTML File



3. Now that you have exported your image map, rename and then open the web page you just generated:
 - a. In Internet Explorer or Netscape, click **File, Open, [Browse]** and then browse to the folder where you saved your image map. There should be a web page in there that you can open. The filename will be the same as the image map you just exported, but it will have a web browser icon.
 - b. Open the page and then click **View, Source** to reveal the HTML for the page. Click **File, Save As...** and resave the page as **index.html**. Open the file by the name of **index.html**. Most web servers associate the file by the name of *index.html* as the home page for the site.
 - c. Then open the page and roll your mouse over the navigation options to see the page.
4. Now make sure the page will display with a white background regardless of the browser settings on the computer being used. To do this, click inside of the <BODY> tag and type the following (in bold): <BODY **BGCOLOR=#FFFFFF**> The #FFFFFF is the hexadecimal value for **White**. To learn more about web color, visit the web color lesson, available at the bottom of Unit 2 (See the link to Additional Lessons).
5. Here is the table structure for this page design (study the lines):



6. You already have the image with the image map at the top of your page. Now add the table below the image map that will have the remainder of your content in it. Just above the closing `</BODY>` tag, enter a line break tag: **`
`**
7. Enter the table into the page between the `<BODY>` `</BODY>` tags. Here is the code for the table. The table has 2 rows and 3 columns:

```
<TABLE width=750 border=0>
<TR>
<TD ROWSPAN=2> </TD>
<TD> </TD>
<TD> </TD>
</TR>
<TR>
<TD COLSPAN=2> </TD>
</TR>
</TABLE>
```

8. Re-Save the page. Be sure the filename is **index.html**. The filename *index.html* is the name most web servers are programmed to identify as the home page for a site.
9. Study the attributes of the TABLE, TR and TD tags. ROWSPAN means to span rows. COLSPAN means to span columns. Width defines the pixel width of the table. The ROWSPAN and COLSPAN attributes merge the cells in the table.
10. Insert the image of the faded oriental scene into the left cell. The filename is: **watermark_scene.jpg**. Do this by adding the image tag within the first table cell. What is modified within the table tag is indicated in bold: **`<TD ROWSPAN=2>`** **`<img`**

- src=watermark_scene.jpg width=360 height=398 ALT= Scenery from the orient >**
</TD>
11. Within the top row, second column, you will insert the 2 flags image. First, you will need to create it using both images, which you should have done when you designed the page in Fireworks and then exported the images. Between the second set of **<TD>** **</TD>** tags, add the image tag. Remember to add the **width** and **height** and **alt** attributes.
 12. Within the top row, third column, you will insert the logo of the world with the curved text. You should have also exported this image together when you were exporting images in a previous assignment. Again, remember to add the **width** and **height** and **alt** attributes.
 13. Then within the last set of **<TD COLSPAN=2>** **</TD>** tags, enter the following image tag: ****
 14. You will now need to add the text in light gray, to the side of the travelers image. The text and the font tag looks like: ** Serving Tourists Since 1992**

 15. To wrap the text around the image, change the alignment to **Absolute Middle**; to do this, add the following alignment within the image tag: **ALIGN=abscenter**

Creating the Other Pages You have Designed for Your Site

1. Open the page Fireworks® generated when you exported the image map of the site navigation. The page will have the site navigation at the top and be ready for the remainder of your page content to be added to it. To create a *Template* for the other pages, create the following steps:
 - a. Within Internet Explorer, click **View, Source**. Then resave the page as the filename you entered for another link on the menu bar. Be sure to name the file a name without spaces and leave the filename all lowercase. Keeping filenames for web pages and images used on web pages without spaces and in lower case is essential to being able to successfully publish your web site on many web servers. The only web server that makes accommodations for spaces is some Microsoft web servers for Windows, which add a % sign where the user left spaces. Other servers simply do not display the page.
 - b. Center a table below the image map that is 750 pixels wide and has no border. Here is the tag. Enter this just above the **</BODY>** tag:
<TABLE width=750 border=0><TR> <TD> </TD> </TR> </TABLE>
 - c. Along the bottom of the page, enter text links, center them, and include a pipe between each menu option. Here is an example:

[Home](#) | [Book A Flight](#) | [Tour Japan](#) | [Travel the Orient](#) | [Travel the United States](#)

- d. Then you would link each of these by wrapping an anchor tag around each menu option. Here is an example of one of the text options being linked:

` Book A Flight `
- e. Do this for each link. You can also add a **Title** attribute tag within the Anchor tag. Do this by entering **Title= Book a Flight**
- f. The site navigation you just typed into the page should appear at the bottom of the page. In between the top navigation bar and the text navigation you just entered, add the content of the page, including a page heading so site guests know where they are.
- g. Because each student will design a very different site, instructions for assembling the site will end here. For individual instructions and help on adding your design to the page, ask your instructor. But use the page with the top site navigation, bottom text navigation, and page heading as the template for the remaining pages of your site. Be sure to add the page content within the table you added below the image map.
- h. Good luck in creating the site you ve envisioned.